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Docket No. F-6961

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objects, each set of the plurality of sets constituting a single three-dimensional object. and

an image processor for forming display images of all of the predetermined number of three-dimensional objects of an identical shape at different positions on the projection plane of the viewpoint coordinate system at the same time based on the plurality of sets of converted vertex coordinates,

wherein the coordinate conversion unit comprises:

a unit for fixing the data of the vertex coordinates of the plurality of polygons read out;

a unit for newly reading out data of another predetermined number a plurality of perspective conversion matrices different from each other from the storage unit instead of the data of the predetermined number plurality of perspective conversion matrices already read out; and

a unit for performing the perspective projection conversion of each fixed data of the vertex coordinates of the plurality of polygons by using each of the predetermined number plurality of the perspective conversion matrices newly read out; and

said predetermined numbers each being greater than one.

*Change  
(see chat  
amend  
to "certain  
plural number")*

2. (Cancelled)

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## AMENDMENT

(KQ1-4381/F-6961)

1. (Amended) A game system which performs perspective projection  
 5 conversion of vertex coordinates of a plurality of polygons forming three-dimensional  
 objects located in an imaginary three-dimensional space based on perspective  
 conversion matrix, and forms display images of the three-dimensional objects on a  
 projection plane of a viewpoint coordinate system, comprising:

a storage unit for storing at least data of the vertex coordinates of the plurality  
 10 of polygons and data of the perspective conversion matrices;

a coordinate conversion unit for reading out the data of the vertex coordinates  
 of the plurality of polygons constituting a single three-dimensional object and the data of  
 a certain plural number plurality of perspective conversion matrices different from each  
 other from the storage unit, and for performing perspective projection conversion of  
 15 each of the vertex coordinates of the plurality of polygons by using each of the certain  
 plural number plurality of perspective conversion matrices at the same time to thereby  
 produce the certain plural number plurality of sets of converted vertex coordinates of  
 the plurality of polygons constituting the certain plural number of three-dimensional  
 objects, each set of the plurality of sets constituting a single three-dimensional object;  
 20 and

an image processor for forming display images of all the certain plural number  
 of three-dimensional objects of an identical shape at different positions on the projection  
 plane of the viewpoint coordinate system at the same time based on the plurality of sets  
 of converted vertex coordinates,

25 wherein the coordinate conversion unit comprises:

a unit for fixing the data of the vertex coordinates of the plurality of polygons  
 read out;

a unit for newly reading out data of another certain plural number plurality of  
 perspective conversion matrices different from each other from the storage unit instead  
 30 of the data of the certain plural number plurality of perspective conversion matrices  
 already read out; and

a unit for performing the perspective projection conversion of each fixed data of  
 the vertex coordinates of the plurality of polygons by using each of the certain plural  
 number plurality of the perspective conversion matrices newly read out.  
 35

3. (Amended) A game system according to claim 1, wherein the newly reading